

thy perils starteth here!

Thou fallest asleep in the 20th Century and awakest in the time of King Arthur and Camelot. Thy only way to solveth this mystery is to graveth thy trusty sword, Excamembert, and fighteth through three different worlds to the fourth world of Camelot Castle. Herein thou wilt, the solution, findeth. Thou wilt encounter many evils that will includeth eye-clawing owls, flesh-eating spiders, killer fish and deadly plants.

Alas, four elements from thy 20th Century have mysteriously entered this world of Camelot and thou must redresseth the valance of Nature by seekething them out. Why art thou fighting for thy life in this ancient world? Only thy will to survive

Gadzooks! Thou canst not lose thy pith (or take it!).



Representeth Amstrad version

canst answer this!



Representeth Spectrum version

ARIOLASOFT 🙈



Thy Joystick or keyboard required

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Licensed from Dinamic Soft
Programmed: Victor Ruiz and Florentino Perteio

Graphics: Victor Ruiz Music: Ignacio Bergareche

Design: Alfonso Azpiril Original UK translation: Nick Corfe



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Why art thou fighting for thy life in this ancient world? Only thy will to survive caust answer this!

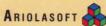
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Barriors

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